

## **Amendments to the Claims**

### **Listing of Claims:**

1 – 5. (Canceled)

6. (Currently amended) A computer readable medium including computer instructions executable on a computer for carrying out a method of characterizing objects generated during at least a partial run of a program, each object comprising a plurality of potential alternative properties, wherein the computer instructions enable the computer to: ~~said method comprising:~~

a) ~~instrumenting~~ instrument said at least partial run of said program to determine characterization information about each of said objects;

b) ~~determining~~ determine a desirable property for each of said objects;

c) ~~determining~~ determine a desirable one of said potential alternative properties for said objects;

d) determine a correlation between said desirable property and said characterization information associated with said objects;

e) express the correlation as an allocation strategy; and

[[d]] f) ~~using~~ implement said ~~correlation~~ allocation strategy to select among the alternative properties for an object subsequently created during an at least partial run of said program based upon characterization information about the subsequently created object.

7. (Currently amended) The computer readable medium as set forth in claim 6, wherein the computer instructions further enable the computer to determine the ~~determining of a~~ desirable property ~~in step (b) is carried out~~ by minimizing total cost of interaction among components during the initial ~~at least a~~ partial run of said program.

8. (Previously presented) The computer readable medium as set forth in claim 6, wherein said characterization information of an object comprises at least one of said object's class, classification of said object's creator object, and a code identification of said object's creation

site.

9. (Previously presented) The computer readable medium as set forth in claim 6, wherein said alternative properties comprise a string representation selected from ASCII, EBCDIC, and UNICODE.

10. (Previously presented) The computer readable medium as set forth in claim 6, wherein said alternative properties comprise a data structure selected from hash table, tree, and compressed data structures.

11. (Currently amended) A method of characterizing objects generated during at least a partial run of a program, each object comprising a plurality of potential alternative properties, said method comprising:

- a) instrumenting ~~said at least partial~~ an initial run of said program to determine characterization information about each of said objects;
- b) determining a desirable property for said objects;
- c) determining a desirable one of said potential alternative properties for one of said objects; ~~and~~
- d) determining a correlation between said desirable property and said characterization information associated with the one object;

e) expressing the correlation as an allocation strategy; and

[[d)]] f) using implementing said ~~correlation~~ allocation strategy to select among the alternative properties for an object subsequently created during [[an]] the at least partial run of said program based upon characterization information about the subsequently created object.

12. (Currently amended) The method as set forth in claim 11, wherein the determining of a desirable property in step (b) is carried out by minimizing total cost of interaction among

components during the initial ~~at least partial~~ run of said program.

13. (Currently amended) The method as set forth in claim 11, wherein said characterization information of [[an]] the object comprises at least one of said object's class, classification of said object's creator object, and a code identification of said object's creation site.

14. (Currently amended) The method as set forth in claim [[1]] 11, wherein said alternative properties comprise a string representation selected from ASCII, EBCDIC, and UNICODE.

15. (Previously presented) The method as set forth in claim 11, wherein said alternative properties comprise a data structure selected from hash table, tree, and compressed data structures.